AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Original) A method of validating the performance of a participant in an interactive computing environment, comprising issuing a first challenge to a participant's computing device to determine whether the participant's computing device is trustworthy, and if it is then issuing a second challenge to test the integrity of an application run on the participant's computing device, and then making a decision concerning the participant's involvement in the computing environment.

2. (Original) A method as claimed in claim 1, in which the second challenge tests for modification of the application.

3. (Original) A method as claimed in claim 1, in which the second challenge tests for a signature of at least one known patch.

4. (Original) A method as claimed in claim 1, in which the second challenge checks at least one of the names, lengths and check sums of components of the application.

5. (Original) A method as claimed in claim 1, in which in the first challenge the trustworthiness of the BIOS is validated.

6. (Original) A method as claimed in claim 5, in which in the first challenge the trustworthiness of the operating system is validated.

7. (Original) A method as claimed in claim 1, in which a check is made to determine if the

application is being run within a suitably protected compartment.

8. (Original) A method as claimed in claim 1 in which a monitor agent for monitoring player's performance is run on the participant's computing device.

9. (Original) A method as claimed in claim 8, in which the monitor agent checks user responses to events in order to estimate whether the user's responses have been augmented.

10. (Original) A method as claimed in claim 9, in which the monitor agent reports to a server.

11. (Original) A method as claimed in claim 1, in which the challenge is issued by a server with which the participants computing device is in communication.

12. (Original) A method as claimed in claim 1, in which the interactive computing environment comprises a game.

13. (Original) A method as claimed in claim 1, in which the first challenge is in accordance with a TCPA standard.

14. (Original) A method of validating performance of a participant in an interactive computing environment, comprising issuing a challenge to a participant's computing device and on the basis of the challenge making a decision about allowing the participant to participate in the interactive computing environment, wherein the challenge comprises a machine challenge using procedures set out in a TCPA standard to determine that the participant's computing device is operating in a trustworthy manner, and an application challenge which tests the integrity of the application run on the participant's computing device.

15. (Original) A method of validating the performance of an entity in a first computing environment, comprising issuing a challenge to determine if a computing environment of the entity is trustworthy and to determine the integrity of an application run in the entity's computing environment, and making a decision concerning the entities rights in the first computing environment based on the results of the challenge.

16. (Currently Amended) A computer program for causing a programmable data processor to execute the method of ~~any one of claims 1, 14 and 15.~~ claim 1.

17. (Original) A server for validating the performance of a participant in an interactive computing environment, wherein the server is arranged to issue a first challenge to a participant's computing device to determine whether the participant's computing device is trustworthy, and if it is to then issue a second challenge to test the integrity of an application run on the participant's computing device, and then make a decision concerning the participant's involvement in the computing environment.

18. (Original) A server as claimed in claim 17, in which the second challenge tests for modification of the application.

19. (Original) A server as claimed in claim 17, in which the second challenge tests for a signature of at least one known patch.

20. (Original) A server as claimed in claim 17, in which the second challenge checks at least one of the names, lengths and check sums of components of the application.

21. (Original) A server as claimed in claim 17, in which in the first challenge the trustworthiness of the BIOS and of the operating system is validated.

22. (Original) A server as claimed in 17, in which a check is made to determine if the application is being run within a suitably protected compartment.

23. (Original) A system for validating the performance of a participant in an interactive computing environment, comprising a first computing device arranged to issue a first challenge to a participant's computing device to determine whether the participant's computing device is trustworthy, and if it is to issue a second challenge to test the integrity of an application run on the participant's computing device, and to make a decision concerning the participant's involvement in the computing environment.

24. (Original) A system as claimed in claim 23, in which the second challenge tests for modification of the application.

25. (Original) A system as claimed in claim 23, in which the second challenge tests for a signature of at least one known patch.

26. (Original) A system as claimed in claim 23, in which the second challenge checks at least one of the names, lengths and check sums of components of the application.

27. (Original) A system as claimed in claim 23, in which in the first challenge the trustworthiness of the BIOS of the operating system is validated.

28. (Original) A system as claimed in claim 23, in which a check is made to determine if the application is being run within a suitably protected compartment.

29. (Original) A system as claimed in claim 23, in which a monitor agent for monitoring player's

performance is run on the participant's computing device.

30. (Original) A system as claimed in claim 29, in which the monitor agent checks user responses to events in order to estimate whether the user's responses have been augmented.

31. (Original) A system as claimed in claims 23, in which the first computing device is a server with which the participant's computing device is in communication.

32. (Original) A system as claimed in claim 31, in which the monitor agent reports to a server.

33. (Original) A system as claimed in claim 31, in which the server is hosting a game and the participant is attempting to play the game.

34. (Original) A system as claimed in claim 23, in which the first challenge is in accordance with a TCPA standard.

35. (Original) A system for validating performance of a participant in an interactive computing environment, comprising a server for issuing a challenge to a participant's computing device and on the basis of the challenge making a decision about allowing the participant to participate in the interactive computing environment, wherein the challenge comprises a machine challenge using procedures set out in a TCPA standard to determine that the participant's computing device is operating in a trustworthy manner, and an application challenge which tests the integrity of the application run on the participant's computing device.